MONSTERS & BOYS WITH BLUE HAIR!

sonic the comic

95p

Number 9 September 18th 1993
Britain's OFFICIAL SEGA COMIC
Every Fortnight

starring

ROBOTNIK RULES!

SONIC THE HEDGEHOG

WONDER BOY'S LAST STAND!

PLUS!

STREETS OF RAGE
KID CHAMELEON

bojan m. bukik 93.

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MEGA-SPECIAL PREVIEW: SONIC CD!

CONTROL Zone

Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey Boomers!

The horror! The ugliness! The brutality! The lousy jokes! Head for the hills, Chuck D. Head - that seriously strange star of the wonderfully weird Mega Drive game DECAP ATTACK - is coming to STC, next issue! Boomers of a nervous disposition - or those with any sense of good taste - are advised to close their eyes for the next six issues. The rest of you, get those orders for STC in now! True weirdness starts in two weeks!

The start of another new STC series sadly means we have reached the end of an older one. This time it"s so long, farewell, and thanks for all the demons to WONDER BOY. However, Shion's departure is not a permanent one. There are many more worlds for him to explore, and already the script and art humes are hard at work chronicling his next trip to - Ghost World! What lies there? Not what you'd expect. That's all I can say for now.

Meanwhile, those of you who've been chewing your nails (how can you humes chew on parts of your anatomy?) waiting for the results of STC's Grand Opening Compo - not to mention our first freebie on STC 3 - the agony is over. The results of both these items appear in this issue. If you haven't won anything, take heart in the fact that you were one of the hundreds, thousands, and tens of thousands Boomers who flooded the STC offices with entries. All work came to a stop while we rescued humes trapped under piles of entry forms. Way to go, Boomers, let's try to really bury them next time!

Holiday Hedgehogs

Schools in the Bournemouth/Poole area had hedgehogs on the brain earlier this summer. They were taking part in a special competition to coincide with the opening of the new SEGA WORLD games centre in Bournemouth (see News Zone this issue).

Armed with data from the British Hedgehog Preservation Society, enthusiastic pupils drew pictures and comic strips based on the theme of 'Hedgehogs on Holiday'.

There were two categories to the competition; a poster competition for the under 8's, and a comic strip competition for the under 12's. Prizes up for grabs included Sonic baseball jackets, Sega kites, badges, posters and free tickets to the VIP launch party of Sega World.

Chris 'Big Breakfast' Evans was at Sega World on Saturday 31st July to present the prizes. Winners Robbie Blight of Courthill First School, Poole, for the under 8s, and Louise Smith-Childs of Kingsleigh Junior School, Bournemouth, for the under 12s, each won Sonic baseball jackets, plus £150 for their schools.

Hedgehog on its hols: winning pic from Robbie Blight

Sega Shows Off

Check your diaries, Boomers. The place to be this November is Olympia in London, and the event to be at is the second FUTURE ENTERTAINMENT SHOW.

If you have any interest at all in video and computer games, this is the show that will have you drooling on the carpet. The big games and big names will all be on display between 11th and 14th November.

Our pals at Sega, not unexpectedly, will be there in force. They're not saying much about their plans at the moment, but one thing's for sure, you'll have a chance to try out the newest, bestest games on the Sega systems - and maybe a few you don't even know about yet!

Other FES attractions will include the grand final of the National Computer Games Championships (£10,000 for the winner!), Channel 4's GamesMaster show, broadcasting live from the FES on the opening day and Radio One FM's Roadshow, broadcasting live from Olympia every day.

This year's FUTURE ENTERTAINMENT SHOW will be an all-ticket event, so you will have to book in advance. People booking for the Friday, will each receive a special preview ticket to the new Disney animation blockbuster Aladdin.

So make a date for 11th - 14th November, Boomers, and keep watching STC for more details of the FES.

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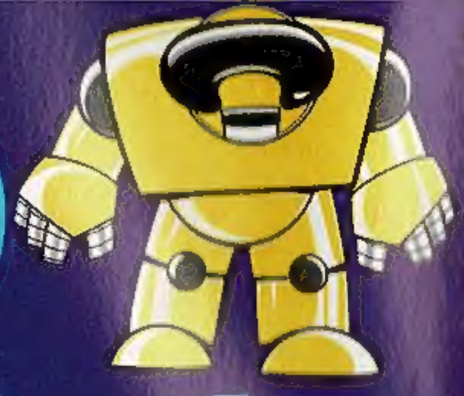


The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up · down · non mover · new entry · re-entry

MEGA DRIVE

1	—	JUNGLE STRIKE
2	—	MICRO MACHINES
3	new	BUBSY THE BOBCAT
4	▼	COOL SPOT
5	—	PGA TOUR GOLF2
6	▲	FLASHBACK
7	RE ▲	MOONWALKER
8	▼	ECCO THE DOLPHIN
9	▼	SUPER KICK OFF
10	▼	SONIC THE HEDGEHOG 2

MEGA CD

1	—	NIGHT TRAP
2	—	FINAL FIGHT
3	▲	JAGUAR XJ220
4	—	SHERLOCK HOLMES
5	▼	ROAD AVENGER
6	▲	AFTERBURNER 3
7	▼	ROBO ALESTE
8	—	TIME GAL
9	▼	PRINCE OF PERSIA
10	—	BLACK HOLE ASSAULT

MASTER SYSTEM

1	—	SONIC THE HEDGEHOG 2
2	RE ▲	ASTERIX
3	—	G-LOC
4	▼	MICKEY MOUSE 2
5	▲	LEMMINGS
6	RE ▲	THE NINJA
7	RE ▲	TOM & JERRY
8	RE ▲	CHAMPIONS OF EUROPE
9	RE ▲	OLYMPIC GOLD
10	▼	DOUBLE DRAGON

GAME GEAR

1	—	SONIC THE HEDGEHOG 2
2	—	MICKEY MOUSE 2
3	—	LEMMINGS
4	—	MICK & MACK: GLOBAL GLADIATORS
5	▲	TAZ-MANIA
6	▼	STREETS OF RAGE
7	RE ▲	SUPER MONACO GRAND PRIX
8	RE ▲	TOM & JERRY
9	▲	BATMAN RETURNS
10	▼	TERMINATOR

SPONSORED BY PENGUIN ELSPA CHARTS COMPILED BY GALLUP
PENGUIN BISCUITS

Sonic THE HEDGEHOG

BACK TO REALITY

THE EMERALD HILL ZONE – PLANET MOBIUS.

ZKKOWW!

OKAY SONIC, THIS IS WHERE YOU GET OFF!

HURRY IT UP GUYS! I'VE GOT TO GET BACK TO THE SPECIAL ZONE BEFORE ROBOTNIK REALISES WHAT I'M UP TO!

I DON'T GET IT, PAL. YOU SAID THAT ROBOTNIK HAD TAKEN CONTROL OF EVERYTHING IN THE SPECIAL ZONE, INCLUDING *YOU*...

SO HOW COME YOU WERE ABLE TO DISOBEY HIM AND LET US GO?

*SEE LAST ISSUE'S GREAT SONIC STORY – MEGADROID.

Script: Nigel Kitching **Art:** Richard Elson **Lettering:** Elitta Fell

WELL, ROBOTNIK'S ORDERS WERE A LITTLE SLOPPY AND NOT VERY SPECIFIC. HE SORT OF TOLD ME TO *GET RID* OF YOU...

AND, ER... TO BE HONEST, I DIDN'T *ACTUALLY* DISOBEY HIM...

HUH? WHAT ARE YOU TALKING ABOUT?

LOOK, I *REALLY* GOTTA GO...

UH, S...SONIC, I THINK THERE'S SOMETHING YOU OUGHT TO SEE...

BADNIKS!

THIS AREA IS OFF LIMITS. THE PENALTY FOR TRANSGRESSION IS *DEATH!*

THE PENALTY FOR *EVERYTHING* IS DEATH, AS A MATTER OF FACT.

YAAAA!

BDOOM!

BDOOM!

TAKE COVER EVERYONE. I'LL HANDLE THIS!

G..GOOD IDEA, SONIC!

I'VE NEVER SEEN BADNIKS LIKE THOSE BEFORE!

SUPER SPIN ATTACK!

KRUMP!

HEY! THESE BADNIKS ARE TOUGH!

THAT WAS *CLOSE!* I'VE GOT TO THINK OF SOMETHING *AND FAST!*

MAYBE IF I CAN GET THEM MAD THEY MIGHT DO SOMETHING STUPID.

SHOOM!

ZUMM!

KDAMM!

KKOWW!

YOU BADNIKS ARE *PATHETIC*, YOU KNOW THAT?

I'VE NEVER MET ONE OF YOU RUST BUCKETS THAT COULD SHOOT STRAIGHT!

PAH! HOPELESS!

LOOK, HOW ABOUT IF I MAKE IT EASY FOR YOU?

VIP!

VIP!

I'LL COME DOWN WHERE YOU CAN GET A BETTER SHOT AT ME.

SHOOT HIM YOU *IDIOT!*

IDIOT?! *YOU* SHOOT HIM, YOU CROSS-EYED...

FZAAKK!

FZAAKK!

...CREEP...

YOU GUYS CAN COME ON OUT, YOU'RE FREE. YOU OKAY?

J-JUST A LITTLE SHAKEN.

SONIC! IS THAT YOU?

'COURSE IT'S ME. HOW MANY *COOL BLUE HEDGEHOGS* DO YOU KNOW?

BUT SONIC, WHEN YOU VANISHED SIX MONTHS AGO, WE ALL THOUGHT YOU WERE DEAD!

'VANISHED!' WHAT ARE YOU GUYS TALKING ABOUT? *IFTHISISSOMEKINDOFJOKE...*

HANG ON, SONIC. I THINK I KNOW WHAT MUST HAVE HAPPENED. REMEMBER, THE OMNI-VIEWER SAID THAT ROBOTNIK HAD ORDERED HIM TO GET *RID OF YOU.*

HE WANTED YOU SENT INTO THE FUTURE WHERE YOU COULDN'T INTERFERE WITH HIS PLANS.

WELL, HE TRICKED ROBOTNIK BY ONLY MOVING YOU *SIX MONTHS* INTO THE FUTURE. THAT WAY HE OBEYED ROBOTNIK'S BUT MADE SURE YOU WOULD BE BACK TO PUT THINGS RIGHT.

RIGHT! WE'LL START BY CHECKING OUT THE SCENE AT THE *VILLAGE!*

BE CAREFUL SONIC, THINGS HAVE *CHANGED* WHILE YOU'VE BEEN AWAY!

BUDDY, IF YOU KNEW ME BETTER YOU'D KNOW THAT I WAS *NEVER* CAREFUL!

THERE. YOU SEE WHAT I MEAN?

I...I DON'T BELIEVE IT!

YOUR GLORIOUS LEADER

GUESS WHO?

DR. ROBOTNIK IS WATCHING

ROBOTNIK OUT YOU

I'LL GET YOU FOR THIS, ROBOTNIK!

IN THE VILLAGE.

YOU! MY DATABASE INFORMS ME YOU SHOULD HAVE REPORTED TO THE CHEMICAL PLANT WORK DETAIL YESTERDAY!

I'M SORRY, BUT IT'S MY WIFE, YOU SEE...SHE'S BEEN ILL...

THE PENALTY FOR NON-COMPLIANCE WITH THE WORK ENTERPRISE SCHEME IS *DEATH!*

THE PENALTY FOR DOING *ANYTHING* AROUND HERE IS DEATH.

DR ROBOTNIK IS HARSH BUT FAIR.

WELL OKAY, MAYBE THEY'RE *NOT* FAIR BUT WE LIKE THEM!

NO DOUBT ABOUT IT, THESE NEW BADNIKS REALLY ARE TOUGH!

THUNK!

IT'S A PITY I CAN'T REALLY OPEN UP ON THESE BADNIKS. BUT I CAN'T RISK HURTING THE EMERALD HILL FOLK WHO ARE TRAPPED INSIDE.

ZIPP!

VIPP!

SONIC! IT'S ALL RIGHT! THESE SOLDIER BADNIKS ARE JUST ROBOTS – THERE'S *NOBODY* INSIDE!

WELL, ALL RIGHT! NOW YOU'RE TALKING!

KA-POW!

KRAAKK!

DON'T WORRY UGLY, I HAVEN'T FORGOTTEN ABOUT YOU...

KRASH!

LISTEN UP, ROBOTNIK, I KNOW YOU CAN SEE ME.

YOU'VE GONE TOO FAR THIS TIME, YOU MANIAC. I'M GOING TO RID PLANET MOBIUS OF YOU...

...ONCE AND FOR ALL!

SO SOMEHOW YOU ESCAPED MY TRAP YOU EGGSASPERATING LITTLE SPIKEBALL! BUT YOU'RE TOO LATE THIS TIME!

WHILE MOBIUS WAS WITHOUT ITS NAUSEATING BLUE HERO, I TOOK OVER.

I CONTROL THE PLANET NOW! YOU'RE TOO LATE SONIC!

TOO LATE! HAHAHAHAHA HAHAHA!

CAN SONIC SURVIVE IN A WORLD RULED BY ROBOTNIK? FIND OUT NEXT ISSUE!

REVIEW Zone

Enter the zone that brings you the up-to-the-nanosecond reviews of all the new releases for the Sega games systems.

STC REVIEWERS THIS ISSUE:
Tony Takoushi & David Gibbon.

MD Mega Drive
MCD Mega CD
MS Master System
GG Game Gear

STC Rating System

under 40% - Yawnsville
40 - 70% - Normalsville
70 - 80% - Fun City
80 - 90% - Big Time City
over 90% - Mega City!

ECCO THE DOLPHIN

game type: ARCADE
1 PLAYER

GG

Get ready for one of the biggest and best Game Gear conversions ever seen.

Ecco has been faithfully converted from the classic 16-bit Mega Drive original to the 8-bit Game Gear. From the moment you switch on and see the title screen you will realise just how good this game is!

The game has you controlling a dolphin called Ecco who is searching for his family and friends who have mysteriously disappeared.

You have close control of Ecco. You can make him swim, leap and turn, all in beautifully smooth animation. Leaps can vary in height depending on your speed. You can find out from other sea creatures just what has happened and they also give clues as to where Ecco should go and who he should seek out.

The lands (and seas!) you visit are all different and there is plenty of arcade action as well as puzzles to solve. It is all done in a non-threatening way and you soon find yourself being drawn into the plot and wanting to find out what happens next!

Because of the sheer size of the game there is a password option so you can stop the game and pick up from where you left off later.

Ecco caused quite a stir when it was originally released on the Mega Drive. The Game Gear and Master System versions will, undoubtedly, cause huge waves in the 8-bit world. - TT.

FAST FAX

PUBLISHER: SEGA
PRICE: £29.99

GRAPHICS 80
SOUND 80
PLAYABILITY 80

RAVES
Great conversion from the Mega Drive original

GRAVES
Controls can be tricky to pick up quickly

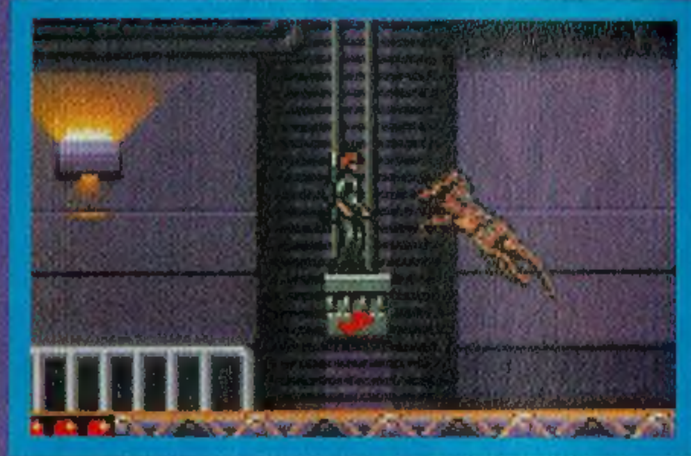
OVERALL 85%

JURASSIC PARK

game type: PLATFORM
1 PLAYER

GG

It's a monster of a movie - and an even more monstrous game! Sega has really gone to town with **Jurassic Park** and produced three different games for its consoles and handheld portable!



The Game Gear version of **JP** is uniquely different from the Mega Drive and Master System versions. In it you take the role of Grant and have to visit parts of the Island. You also have to fight your way through dozens of beastly beasts and take out the 'dinobossaurus' at the end of each stage.

The graphics are pretty mixed. Some are average, others are quite exceptional and the gameplay is quite deep. You can choose from three different weapons; gun, missiles and dynamite. There are other goodies to collect along the way with a medical box top up for energy and coins.

You can never kill the dinosaurs, you just get to stun them for a short time. The gameplay is varied with winged pterodactyls swooping in and other fast attacks from all around you. You can leap and fire your weapon but the layout of the five stages means you have to go slowly and really think about your moves.

Overall, **Jurassic Park** on the GG is a solid game with some great bosses to take out. - TT.

FAST FAX

PUBLISHER: SEGA
PRICE: £29.99

GRAPHICS 65
SOUND 60
PLAYABILITY 70

RAVES
Some great graphical touches

GRAVES
Action can get repetitive with car chase intro lacking impact

OVERALL 70%

HOME ALONE

game type: PLATFORM
1 PLAYER

MS

Home Alone on the Master system is a very different game from the Mega Drive original.

This version has you running around the house trying to collect the valuables before the criminals get to them. When you find them all you have to head back to a safe and deposit them there.

Life is never that easy, though, as you also have to avoid the criminals and try to deter them from getting the goodies in the first place. You can shoot them, which stuns them for a while, leap over them and drop down between levels.

To help you get around the house there is a chute that takes you from the upper levels to the lower, and there are doors you can nip into.

There are plenty of options. You can check out the sound effects, tunes and difficulty levels at game start.

The graphics are sharp, the gameplay is fast and very addictive, and the music keeps the action bouncing along nicely.

All in all, **Home Alone** is a good platform game that will keep you coming back for 'just one more try' against those pesky perps. - ST

FAST FAX

PUBLISHER	PRICE
SEGA	£29.99

GRAPHICS 70

SOUND 60

PLAYABILITY 80

RAVES: fun playable game

GRAVES: unlike a fax action

OVERALL 75%

FANTASTIC DIZZY

game type: PLATFORM
1 PLAYER

MD

With over three million copies sold on other formats, Dizzy is a very well-known egg. He has previously appeared on nearly every computer and console imaginable - except for Sega machines. However, all that is set to change with **Fantastic Dizzy**, the new adventure for our 'eggciting' hero!

The evil wizard Zaks has cast a spell over Dizzy's homeland turning all the creatures into fiends. To cap it all he has also captured Dizzy's girlfriend, Daisy. Dizzy must set out to rescue Daisy, defeat the wizard and restore peace and harmony to the egg world.

The game is played by finding objects and using them to solve puzzles, which in turn allows you to progress further. Bonus games are also included which involves a sliding puzzle featuring a picture of Dizzy and Zaks. Completing this will earn you an extra life.

Other characters are featured throughout the game which Dizzy can interact with to gain vital clues.

The game is quite large with such locations as the diamond mines, dragon's lair, a tree-house and going underwater.

FAST FAX

PUBLISHER	PRICE
CODEMASTERS	£39.99

GRAPHICS 87

SOUND 84

PLAYABILITY 86

RAVES: fun game

GRAVES: more than codemasters

OVERALL 90%

Dizzy makes a welcome change from the usual left-to-right platformers which are normally too easy. In this, an item called the brain must be used.

Fantastic Dizzy was a number one hit on Nintendo systems and it deserves to do equally as well on the Mega Drive. - DG.

THE WINNING POST!

STC's Grand Opening Competition (STC 1-3 and Special Preview Edition) was a smash hit with Boomers everywhere. Entry forms flooded the STC offices in their thousands, all hoping to win one of the great prizes on offer. That honour, however, is reserved for only a fortunate few. The time has come to reveal who they are.

First, the answers to the 'Match The Names To The Games' quiz:

A: Axel Stone	4: Revenge of Shinobi
B: Joe Musashi	1: Sonic The Hedgehog 2
C: Shion	3: Wonder Boy
D: Miles Prower	2: Streets of Rage

The correct sequence of letters on the entry form was B D C A.

Winner of the Grand First Prize

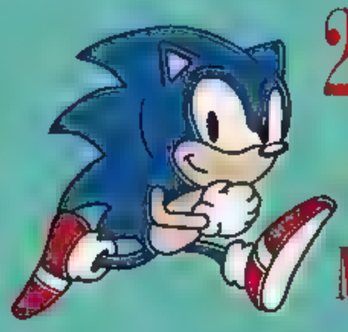
of a Mega CD, Mega Drive and games is (drum roll, please) -

Matthew Barradell of Sileby, Loughborough.

Many congrats, Matthew. Remember to take breaks for eating and sleeping every so often when playing with your prize!

Congratulations to you all - and to the 50 other Boomers who won Sega T-shirts and baseball caps. Wear 'em with pride, dudes!

2nd Prize Winners



(each receives a Sega Master System, with game)

Paul Bishop, Hellesdon, Norwich.
Lee Ditchburn, South Shields, Tyne & Wear.
Jamie Jones, Pengwern, Llangollen.
Daniel Rubenis, Gainsborough, Lincs.
Steven Thomas, Blaen Rhondda.

3rd Prize Winners

(each receives a Sega Game Gear, with game)

Marc Bridgeman, Peitrebone, Cardiff.
Chris Ridge, Alverthorpe, Wakefield.
Adam Turnbull, Skelton, Saltburn.

PANINI SUPER PLAY CARDS FREEBIE

Also in STC 3 was a fabulous chance to win one of 10 complete sets of Panini's Sega Super Play Cards, plus a special binder to put them in.

Step up and take a bow, the following Boomers -

Luke Albiges, Corfe Mullen, Wimborne.
Andrew Doran, Flint, Clwyd.
Kevin Downey, Dartford, Kent.
Jonathan Kazmierczak, Bramcote, Nottingham.
Diane Lambert, Newton Estate, Lancaster.
Jack Lee, Charlton (nr. Andover), Hants.
Darren Leipnik, Ditton, Aylesford.
Ben Long, Tuffley, Gloucester.
Daniel Percy, Fakenham, Norfolk.
Richard Taylor, Nelson, Lancs.

All of the above win sets of the cards and binders. 50 other lucky Boomers get triple packs of the cards to get their collections off to a great start.

If you didn't win anything, don't worry. There are lots more awesome STC compos to come - with some stunning prizes. Keep those pencils sharpened.

HI. CASEY HERE AGAIN. WEEKDAYS I'M A REGULAR SCHOOLKID. WEEKENDS I PLAY SEGA GAMES BETTER THAN MOST. RIGHT NOW I'M TRAPPED IN THE WILD SIDE ARCADE GAME. I'VE BECOME **RED STEALTH**, SAMURAI WARRIOR.

FWARK!

PLEASE, YOU'VE GOT TO HELP ME!

OH YEAH. THAT'S **SUZI**. USUALLY SHE'S THE GIRL OF MY DREAMS. BUT JUST NOW SHE'S STARRING IN MY NIGHTMARE.

LAST TIME I SAW HER, SHE WAS BEING LED INTO THE **WILD SIDE** GAME UNIT BY A BIG BULLY FROM SCHOOL.

LEAVE GIRL ALONE, FIRE-BREATH!

FWARGH!

KID CHAMELEON

PART 3

I WONDER WHAT HAPPENED TO HIM?

QUICK, GIRL! JUMP WHILE FIRE-BREATH IS HURT!

Script: Michael Cook **Art:** Brian Williamson/Steve White **Lettering:** Ellie de Ville

HEEELP!

DON'T WORRY, GIRL. I CATCH YOU.

MEANWHILE, MY – I MEAN, RED STEALTH'S – BLOWS AGAINST THE CREATURE SEEMED TO HAVE AN UNEXPECTED EFFECT...

...IT WAS SHRINKING!

YOU WANDER THE TUNNELS ALONE?

I ...ER, NO. MY NAME'S SUZI. I HAD A FRIEND WITH ME – BRAD. WE GOT... SPLIT UP

THERE ARE MANY DANGERS IN THIS REALM. WE TOO MAY BE SEPARATED.

HERE, TAKE MY SWORD. IF FIRE-BREATH DEFEATS ME, RUN FAST THROUGH TUNNEL TO METAL TRANSPORT.

B-BUT WON'T YOU NEED IT?

SAMURAI WARRIOR HAS MANY WEAPONS AT HIS COMMAND.

AS RED STEALTH, I'M AN INSTANT BLACK BELT IN A DOZEN MARTIAL ARTS.

B-BE CAREFUL!

PITY THAT THE CREATURE LOOKS LIKE IT KNOWS MOST OF THEM!

HI'YAAH!

STUPID! STUPID! TRAPPED BY A CREATURE WITH A BRAIN THE SIZE OF A WALNUT! HOPE SUZI HAD THE SENSE TO GET THE HECK OUT OF HERE.

COME, FIRE-BREATH! IT IS TIME TO DIE!

WHIPP!

CHOKKK!

ARRGH!

GOODBYE, SUZI. I HOPE YOU FIND A WAY OUT OF WILD SIDE. LOOKS LIKE IT'S TOO LATE FOR ME...

GRRGGH!

SHRINK!

AAA-AAK!

HUH? FIRE-BREATH IS DEAD BY MY SWORD!

I COULDN'T JUST LEAVE YOU.

RED STEALTH IS IN YOUR DEBT.

YOU'VE ALREADY RISKED YOURSELF TO SAVE ME. CALL IT QUITS.

GIRL HAS HONOUR OF SAMURAI.

YOU'RE BRAVE, NOT LIKE BRAD. HE RAN AWAY AT THE FIRST SIGN OF TROUBLE.

I HAD TO ESCAPE THE PLANTATION ZONE ON MY OWN. I DON'T KNOW IF HE'S FREE, OR STILL TRAPPED IN THE GAME.

WELL, WHAT DO YOU KNOW? BRAD'S CHICKEN!

I FIGURE THERE'S NO BETTER TIME TO TELL SUZI WHO HER MASKED PROTECTOR REALLY IS.

RED STEALTH TOO HAS TALE TO TELL. HE IS NO REGULAR SAMURAI. ENTERED WILD SIDE LIKE YOU THROUGH GAME UNIT...

... BUT STRANGE VOICE CALLED TO HIM, CALLED HIM CHAMELEON!

OOPS! DIDN'T MEAN TO SAY THAT...

RED STEALTH? WHAT'S HAPPENING...

RED STEALTH NO MORE! CALL ME EYECLOPS - LORD OF THE LIGHT!

THIS IS CRAZY! CAN'T TELL HER NOW I'M JUST PLAIN, ORDINARY CASEY. EVEN IF SHE BELIEVES ME, SHE'LL THINK I'M SHOWING OFF.

CHCKKER! CHCKKER!

SUZI! GET BACK!

AND THEN, SUDDENLY, SHOWING OFF IS THE LAST THING ON MY MIND.

THE SEWER FOLK SWARM IN FROM NOWHERE — STRAIGHT FOR US!

WHAT'S GOING ON? WHERE ARE THOSE SOUNDS COMING FROM?

CHCKKER! CHCKKER! CHCKKER!

CREATURES WITH BODIES THAT REFLECT LIGHT AT A WAVELENGTH THE HUMAN EYE CANNOT SEE.

INVISIBLE?

NOT TO ME. STAY CLOSE.

EYECLOPS VISION GIVES ME NIGHT-SIGHT AND SLOW-MO — INFRA-RED AND ULTRA-VIOLET.

THEY'RE INVISIBLE, BUT NOT *INVINCIBLE!*

BUT IN WILD SIDE YOU NEED MORE THAN TWENTY-TWENTY VISION — YOU NEED SECOND SIGHT!

IT'S OK. THAT'S THE LAST OF THEM.

SUZI?

CHCKKER!

CHCKKER!

SHE'S GONE!

NEXT ISSUE: STOLEN BY THE SEWER MEN!

NEWS Zone

SONIC CD: THE PREVIEW

CD Sonic sizzles with new zones, new features, new action

With the imminent arrival of **Sonic CD**, Sonic's first Mega CD outing, STC asked Mega-Sonic buff Tony Takoushi (author of the Complete Guide to **Sonic 2**, but we've mentioned that before!) to give you an exclusive first glimpse of the game. Check this one out, Boomers - it's going to be hot!

OPENING MOVES

Sonic CD has a special animated sequence at the start of the game that lasts for around two minutes and it sets the scene for the game.

You get to see Sonic at play, running at blinding speeds and doing all sorts of acrobatic jumps and manoeuvres.

Linked to Sonic's planet by an enormous chain is another world. Sonic soon realises that something is wrong as his planet starts to break-up and he heads out to the chain and speeds along it to the planet that is breaking away. Boulders come at him but *nothing* stops Sonic! He leaps, he rams, he rolls on through *anything* in his way to reach the planet breaking away.

The whole sequence is breathtaking, with Sonic sizzling away across the planet and some way heavy funky rap music in the background!

This sequence has some the most incredible Sonic action you will ever see and really gets you in the mood for the battle ahead!

THE STORY

Sonic CD has an amazing storyline. Rather than spoil all the surprises for you I'll just give you just a taste of what to expect:

Robotnik has been busy again and has discovered a way to travel through time. He has set traps for Sonic, who, he is determined, will never have a future to see.

You have to help Sonic complete each zone in 10 minutes or less, or you lose a life.

The overall aim is to beat that rotten egg, Robotnik. You have to travel through zones taking out the baddies and collecting rings and other power-ups hidden away in TV's.

You have the same styles of attack with Dash Attack, and leaps. There are position markers around the courses to help you restart if you lose a life.

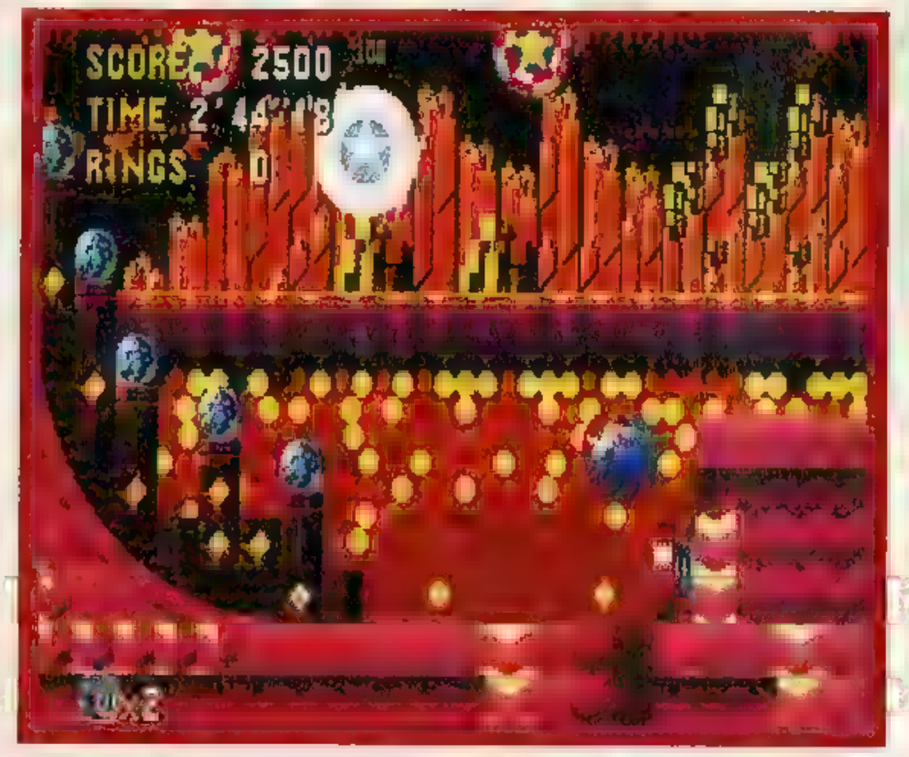
As you work your way through each course you will see signposts with 'Past' or 'Future' on them. Touching them sets up a warp scene that sends you to the relevant time era - but only if you can build up to the right speed.

In each zone you have to battle past the nasties, around the tricky courses and try to reach the end of the stage marker.

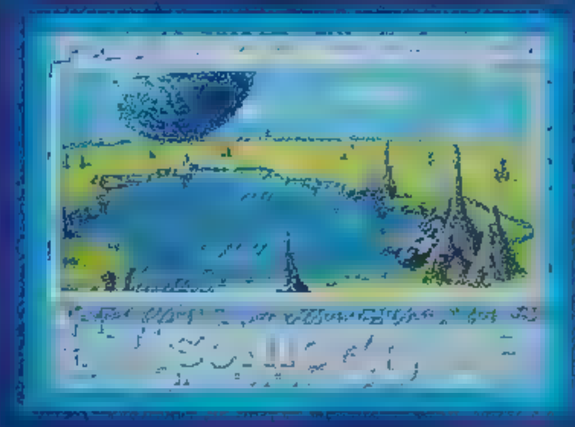
This may sound very familiar, but the sheer size, variety of nasties and masses of new touches and moves to learn, mean you will be looking in every nook and cranny to see what new twists the **Sonic CD** team have packed in.

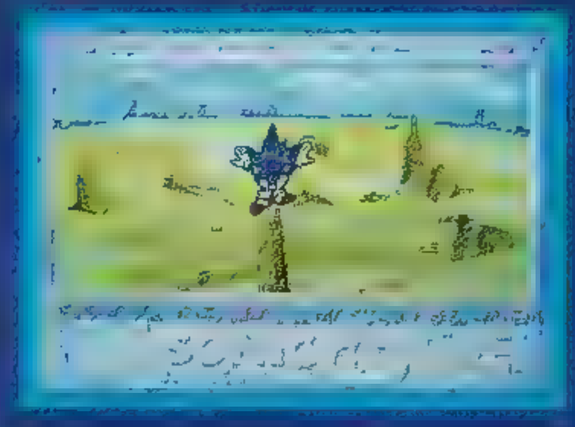
NEW FACES

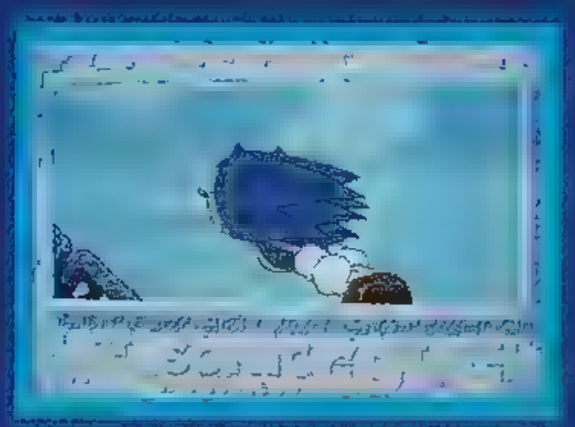
There are plenty of new characters to contend with. Amy is a cute, pink female hedgehog (see *News Zone*, STC 5) who makes her feelings for Sonic very obvious. However, Sonic is one cool dude and is not impressed with such displays!



Robotnik has also created an evil version of Sonic, called Metal Sonic (see *News Zone*, STC 8). Robotnik uses him to do his dirty work and kidnap Amy. Sonic does not take at all kindly to this type of behaviour!







WIN OR LOSE

Because of the sheer size of the game, Sega have taken pity on the poor player and provide a Save feature so you can continue from the last zone you played in.

Believe me, you're going to need it!

If you manage to complete the game *and* find certain items along the way, then you get to see a really spectacular end sequence, (when I saw it my jaw just hit the ground).

If you fail, then there are other possible endings but none that can touch the winning ending!

Sonic CD has a real *roll* to it. I am a confirmed Sonic fan and Sonic CD had me coming back for more and more. It is that addictive and playable.

If ever there is a must-have Mega CD game - *this is the one!*

BONUS ROUNDS

The Mega CD's special hardware really come into play when it comes to the spectacular bonus rounds.

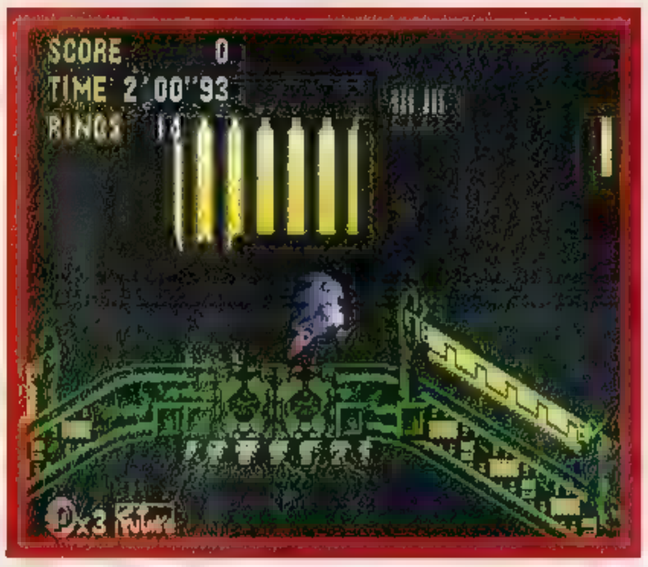
These have you running along a 3D track, racing against the clock and other hazards. You have to take out aliens around you by leaping up and ramming them. They then release goodies like speed-ups and rings.

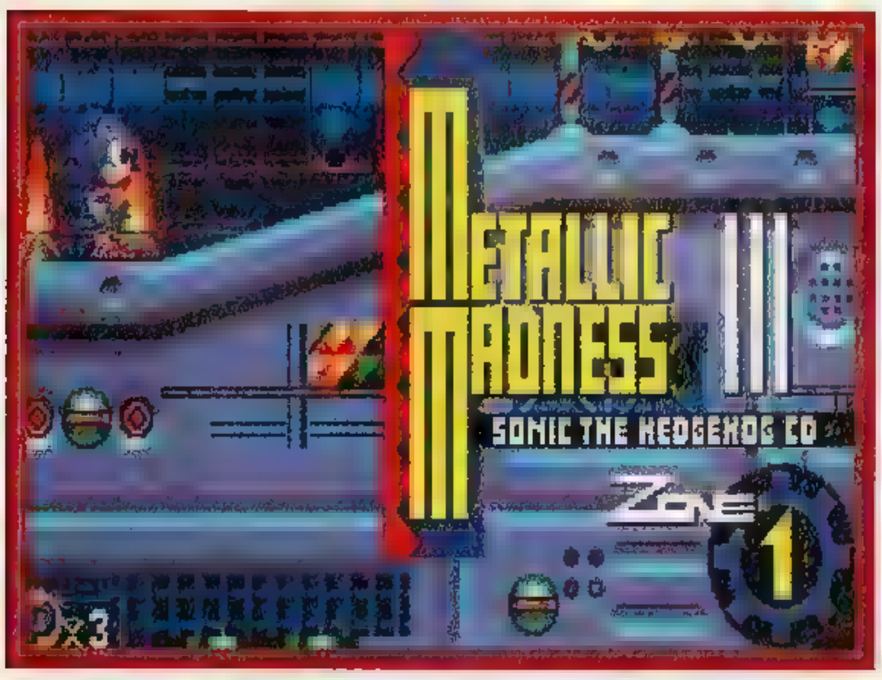
The course is littered with perils like enormous fans that throw you up and out of control, water pits, vicious steel jaws that grab your leg and steal your rings - and more.

You also have to try and find a... Ah, but that would be telling!

The bonus round is a fast and furious challenge for even the most experienced Sonic player. The track whizzes around you and there are plenty of short cuts to be had if you have the nerve!

This is really very different from any Sonic stage you will have played before and the graphics, sound and sheer thrill will leave you gasping for breath!





SONIC 2 VS SONIC CD

There has been much speculation about **Sonic CD** most of it based on early incomplete versions of the game. Some say it is just a rehash of **Sonic The Hedgehog 2** on the Mega Drive. They couldn't be more wrong.

Sonic CD is certainly in the same style of **Sonic 2** but it is over 40 levels to work through and each stage is absolutely enormous in comparison to the cartridge version.

The music on **Sonic CD** is awesome - ranges from funky dance to techno tunes and keeps you totally absorbed in the gameplay.

There are plenty of play extras on **Sonic CD** for you to do which new moves like the Level Skip, you could the ground the bounce at higher levels which you swing on and time travel. Bonus and bonus games where you can earn lives and extra time. Oh and lots of enemies to beat. Their moves are more menacing than ever and you have to learn your combos moves that make it harder and faster than before!

For different types of challenge, the zones the different ways to play the game and the secret elements of returning around the 4 zones makes **Sonic CD** a very different and far superior product to **Sonic The Hedgehog 2** on the Mega Drive.

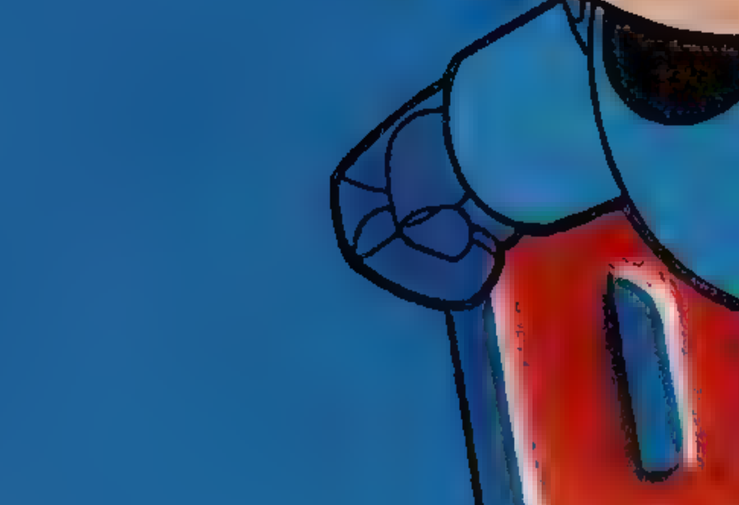
Sonic CD goes on sale next month - THE WAIT HAS BEEN WORTHWHILE!

News Extra follows Streets of Rage

SE

MEGA

ROCKET ADVEN



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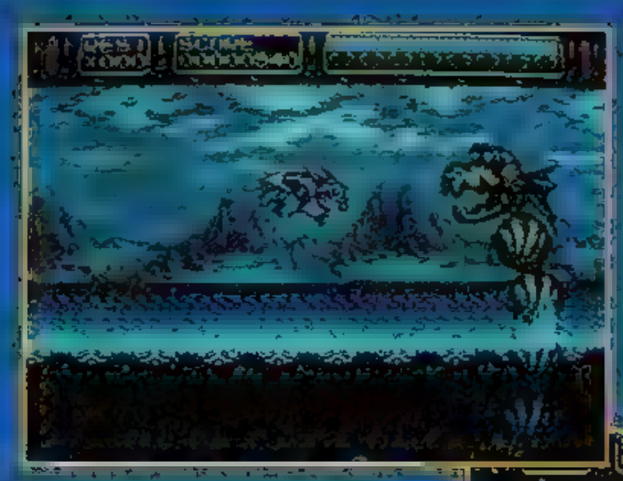
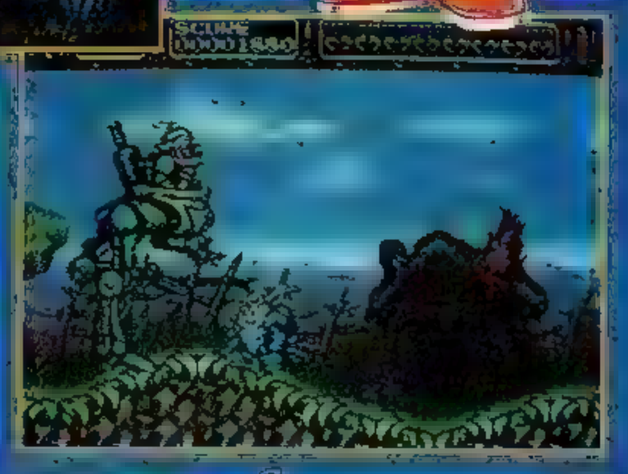




Meet Sparkster...

a new breed of superhero and star of konami's all new

adventure for Sega Megadrive

Rocket Knight Adventures.

KNIGHT TURES

Sparkster is hell bent on avenging his mentor's murder

armed with his jet pack and sword of steel his mission is to eliminate

the Dark Lord and restore peace to his homeland once more.

KONAMI®

Television House 269 Field End Road Eastcote Middlesex HA4 9LS

STREETS OF RAGE

Part 3

TWO GOOD COPS QUIT A CORRUPT POLICE FORCE TO BRING JUSTICE TO THE CITY --

BUT DECENT MEN AND WOMEN DON'T LIVE LONG IN THE FACE OF ORGANISED CRIME.

MEET MAX HATCHET, AN EX-COP WITH A PRICE ON HIS HEAD.

HIS BEST FRIEND, AXEL, WAS ALMOST KILLED TWO WEEKS AGO...

BEATEN TO A PULP BY SOME CORRUPT COPS IN HIS OWN PRECINCT.

MAX IS NEXT ON THE LIST.

Script: Mark Millar **Art:** Peter Richardson **Lettering:** Tom Frame

NINJAS!

EVERY SENSE IS SHARPENED TO PERFECTION --

EVERY MUSCLE A COILED SPRING -- HIS SKIN TAUT LIKE LEATHER--

CHKK!

CHKK!

REFLEXES INSTANTLY SNAPPING TO ATTENTION.

HIS MIND RACES...ASSESSING THE SITUATION.

THREE OF THEM! BUT HE HEARD A FOURTH --

WHERE'S THE FOURTH NINJA ASSASSIN?

BEHIND HIM!

TOO LATE!

AAAK!

OUR MISSION HAS BEEN SUCCESSFUL.

IT'S OVER.

CITY HOSPITAL. AXEL STONE'S ROOM.

I CAN'T GET HOLD OF MAX, MURPHY. HIS PHONE JUST KEEPS RINGING OUT.

I THINK HE'S IN TROUBLE.

FIRST AXEL GETS BEATEN HALF TO DEATH, AND NOW MAX HAS DISAPPEARED.

IT'S ALL UP TO ME NOW, MURPHY. I'M ON MY OWN.

TAKE IT EASY, BLAZE. YOU'RE **NOT** ALONE. YOU MIGHT HAVE QUIT THE FORCE BUT THERE'S STILL A FEW GOOD COPS LEFT...

A FEW GUYS WHO STILL **CARE** ABOUT YOU.

DON'T GIVE ME THAT CRUD, MURPHY!

YOU KNOW THIS DEPARTMENT STINKS! THE **WHOLE CITY** STINKS!

IF YOU HAD ANY GUTS YOU'D TELL THAT CROOKED CAPTAIN TO SHOVE IT AND HELP US TO CLEAN UP THIS CITY.

POLICE DEPT

IT'S NOT THAT SIMPLE, BLAZE.

I'D LIKE TO HELP, BUT I CAN'T GIVE UP MY JOB... I'VE GOT A WIFE AND CHILD TO THINK ABOUT.

HERE, TAKE THIS, BLAZE. MAYBE I CAN'T JOIN YOU, BUT I CAN **HELP** IF YOU'RE EVER IN TROUBLE.

JUST PRESS THE BUTTON AND I'LL COME RUNNING WITH GUNS BLAZING.

YEAH... RIGHT.

THANKS A BUNCH.

WAKE UP, MAXIE-BOY! THE NINJAS ONLY DRUGGED YOU, OLD FRIEND.

WE NEED YOU ALIVE IF WE'RE GONNA HAVE SOME FUN WITH YOU!

UNIT 7

UNIT 7

HAWK!

PLEASED TO SEE ME, HUH? WELL, IT'S BEEN A LONG TIME, MAXIE-BOY!

IT'S BEEN ALMOST FIVE YEARS SINCE YOU BUSTED ME FOR POLICE CORRUPTION.

ALMOST FIVE YEARS SINCE YOU HAD **YOUR OLD PARTNER** KICKED OFF THE FORCE.

"...YOU WOULDN'T WANT TO END UP **DEAD** LIKE YOUR FRIENDS!"

I HEARD YOU RAN OFF TO SOUTH AMERICA, HAWK! SHOULD HAVE KNOWN YOUR CROOKED BUDDIES WOULD SET YOU UP IN THE DRUGS TRADE.

BRAVE WORDS FOR A MAN WITH A GUN POINTED AT HIS HEAD, MAX. I'D BE CAREFUL IF I WERE YOU...

TORMENTED TRUTH

NEXT ISSUE: **R.I.P. AXEL.**

NEWS EXTRA!

WHAT A WONDERFUL WORLD!

GOLDEN AXE III GONE?

New characters put on ice

Following our preview of the new characters appearing in the upcoming **Golden Axe III** (News Zone, STC 6), it now seems that UK gamers may not get to see them after all.

Sega Europe have put 'on ice' plans to release **Golden Axe III** to the UK market. No indication has been made as to when - or if - this game will appear. It is likely, however, that GA3 will be released in the US and Japanese markets and so be available as an import game, but nothing is certain as we go to press.

What, then, is the fate of Falcon Man, Cragger, Burn, Glinder and Cronus? Your guess is as good as ours. One thing is for sure: Ax-Battler, Gilius and Tyris will be back in a new series of **The Legend of The Golden Axe** in STC very soon!

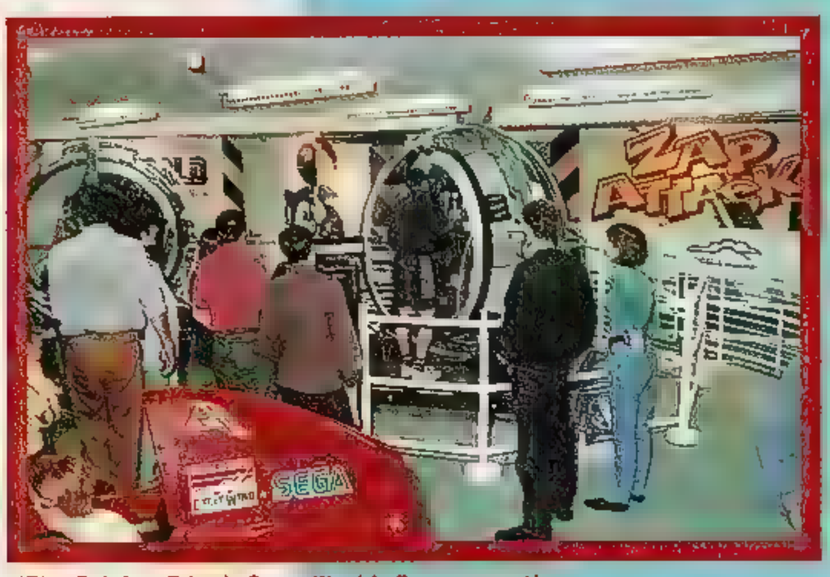
Bournemouth hosts new Sega gaming experience

The traditional image of games centres as dark sinister places was blown away last month with the opening of the first **Sega World** games centre in Bournemouth.

Designed to be bright, colourful and accessible to the whole family, **Sega World** is also packed with the state-of-the-art in arcade video gaming. Visitors can experience a multitude of gaming thrills from the AS-1 flight simulator (see News Zone, STC 4) to the more manual skills of ten-pin bowling!

Sega World is organised around a number of special zones:

THE DRIVING EDGE: Featuring the **R-360** flight simulator that spins its 'pilot' through 360 degrees. **Virtua Racing**, the ground-breaking motor racing game coming soon to the Mega Drive and **Outrunners**, a racing game for up to eight people.



'The Driving Edge', Sega World, Bournemouth

THE AS-1: Sega's amazing new eight-person flight simulator. Due to arrive in Bournemouth this Autumn.

ZAP ATTACK: Featuring **Title Fight**, the latest in arcade boxing games, and **Mad Dog McCree**, the brilliant Wild West game with live-action video sequences.

SONIC STRIKE: Eight fully-automated bowling lanes, utilising the latest in bowling technology.

THE LOWDOWN: A unique insight into the future of electronic games, including arcade games with 'see-through' cabinets so you can see how a video game actually works!

Other zones Include The Din Bin for karaoke fans, Toe Jam's Gang; amusements for the under-5's. Amazone; a play area for kids and the Mega Byte; refreshments for hard-playing gamesters, provided by Burger King.

Sega World Bournemouth is the flagship for a whole line of Sega game centres opening around the UK in the coming months. The next one is scheduled to open in Colindale, North London later this year.

Keep an eye out for news of one opening in your area, Boomers!

SURFIN' SONIC

Sega sponsors major surfing championship

Surfing champ Tom Carroll: cool customer in a hot contest

Seems you can't watch a major sporting event these days without Sonic or the Sega logo popping up. First there was the 1992 European Football Championship, this year Sega are sponsoring the Williams Formula One Grand Prix team, and now - surfing!

Earlier this month the Sega Quiksilver Surfmaster Championship was held in Biarritz, France and both Sonic and Sega were there to hang five with 44 of the world's top surfers. People like two-time world champion and surfing legend Tom Carroll, who will be competing for the $100,000 prize money and world championship tour points.

The expected crowds of up to 80,000 people were able to watch the surfing action on a giant beach-side TV screen, provided by Sega. Not unexpectedly, more than a few Mega Drives were on hand so that the crowds could play such cool surfing games as **Greendog, California Games** and the mega-hot **Cool Spot**.

Guess you could say a tubular time was had by all!

Q Zone

Q&A special

Welcome to Q Zone's second Q&A Special! Once again, STC's Games Guru, David Gibbon, has been dusted off and wheeled out to deal with the deluge of questions you've been sending to the Q Zone. Keep them coming - he needs the exercise!

Mega Drive MD

TOE JAM & EARL

Q I am having great problems with Toe Jam & Earl on the Mega Drive. Do you have any help or cheats?
CATHY LINDUP, GOBOWEN, SHROPSHIRE.

A I cannot find any keypress cheats, Cathy, but I can give you some Game Genie codes and general tips:-
If you have a Game Genie, type in ZZ8ADT2Y to get rid of all the enemies; GC8AAYZT gives infinite lives, and TD2AEAJ+6D2AACAN makes Toe Jam and Earl move twice as fast.

Finding the ship pieces can prove difficult. Here is the levels they can be found on - 2, 6, 10, 12, 15, 17, 20, 21, 23 and 25.

To get onto a secret level: On level 3, grab some wings, fall to level one, fly to the bottom left-hand corner, and then fall through the island to reach this extra level.

At the end of the game you will be told to follow the Yellow Brick Road - instead, explore the bottom-right corner and top of the level.

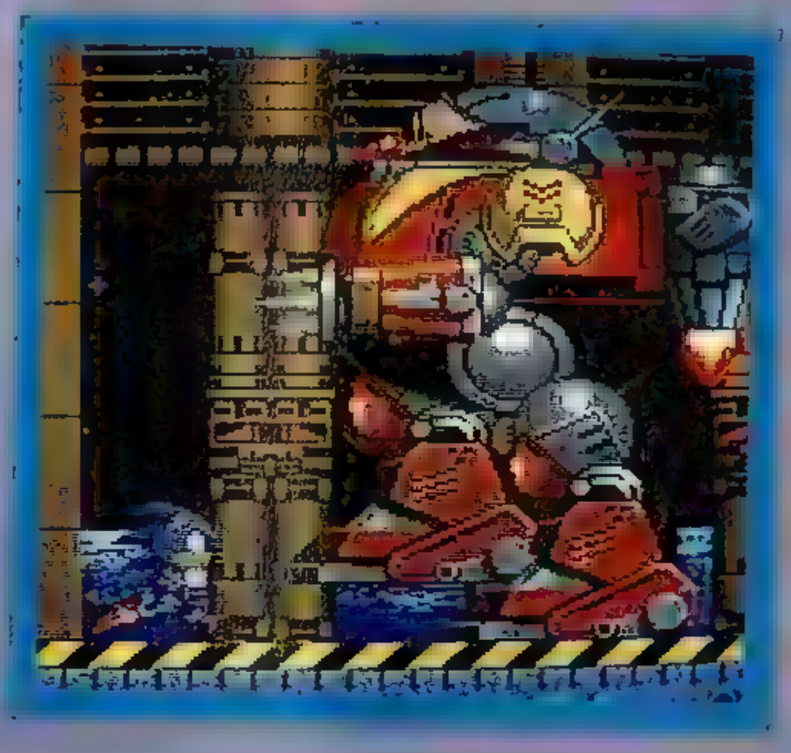
SONIC THE HEDGEHOG

Q I am a great fan of Sonic, but just can't defeat Dr Robotnik in the Final Zone in Sonic 1 on the Mega Drive. Please try and give me some advice?
DANIEL, (NO ADDRESS SUPPLIED).

A Still trying to defeat Robotnik in Sonic's first adventure? Well Daniel, this means blowing the cobwebs off my dusty old cartridge for you. Luckily I have found the answer, so here goes:

Start by running to the right-hand side of the screen, and wait. As soon as the electric pulses fall to the ground, Robotnik will come up in his machine. Jump onto him and land,again, to your far right. Then run to your left and anticipate where the electric pulses will fall.

Run when you see a gap and stay there until they have gone, then immediately jump right. Again, jump onto Robotnik and keep repeating this procedure to defeat him.



SONIC THE HEDGEHOG 2

Q I am stuck on the Death Egg Zone on the Mega Drive version of Sonic 2. When Dr Robotnik gets into the large Robot and fires his arms, I can jump over them but they get me on the way back. Please help.
BEN BICKFORD, ST LEONARDS-ON-SEA, EAST SUSSEX.

A Congratulations, Ben. Not many people can get as far as you have done on Sonic 2. You are obviously a master of the game. The last screen is the one I had most bother with when completing the game, but I did manage to do it - and here's how:

When Dr Robotnik flies into the air, run to the extreme left. Wait until the target locks onto you and is flashing very fast, then jump out of the way to the extreme left or right. When Robotnik lands, he will bend his knees - immediately, jump up and hit his nose. Then run quickly to the far right and keep crouched down until after he fires his arms (don't jump over his arms!). Repeat this process and you will complete the game.

MOONWALKER

Q I have just borrowed Moonwalker on the Mega Drive, and I would like to know if a level select cheat exists for it?
JONATHAN GOWLAND, FRAMWELLGATE MOOR, DURHAM.

A After a long search for you, Jonathan, I have found a level select and shooting stars cheat:

Level Select: Plug the joypad into port 2. Press Up, Left and A. Put the joypad back into port 1 and press Start. Select a one player game. Now use left and right to skip through the levels.

Shooting Stars: A certain child on each of the levels will cause a star to fly across the screen if rescued first. This will cause Michael Jackson to turn into a Robot for a few seconds. Watch the demo at the start for clues to which child holds the star.

Master System MS

CHUCK ROCK

Q I have tried the level select cheat for Chuck Rock on the Mega Drive, but I can't make it work. What am I doing wrong?
JONATHAN LOWES, EVESHAM, WORCESTER.

A I can't really say what you are doing wrong, Jonathan. However, I do know the cheat is quite difficult to activate. I have found another way of getting the cheat.

Type in the word ABRACADABRA (using the A, B and C buttons, and Right and Down to get the R and D) on the title screen while the band is playing. The guitarist will stop playing and smile at you. If you now press Buttons A, B and C together, he'll smile again, and this means the cheat is working.

Start playing the game. Pressing the following combinations will skip you around the levels:-

A and UP : Move forward one complete level.
A and Right : Move forward one stage.
A and Down : Go back one complete level.
A and Left : Go back one stage.

LOTUS TURBO CHALLENGE

Q Do you have any passwords for Lotus Turbo Challenge on the Mega Drive? I have been having great difficulty getting further into the game, so any help would be appreciated.
ALEX BUTLER, LAUNCESTON, CORNWELL.

A So, you like driving games, Alex? Luckily, I can give you a complete list of all the passwords - and two cheats as well:

Level Two : SLEEPERS
Level Three : HERBERT
Level Four : BUSINESS
Level Five : APPLE PIE
Level Six : STANDISH
Level Seven : MALLOW
Level Eight : TEACUP

If you type in MANSELL you will qualify every time, and if you type in SLUGPACE you will gain infinite turbos.

THE NINJA

Q Please could you tell me where the green secret scroll is on level 9 of The Ninja on the Master System? I read about the scroll in level 4 in the 6th issue of STC, but the scroll in level 9 is driving me mad!
RICHARD O'NEIL, HIGH WYCOMBE, BUCKS.

A Oh dear! This game seems to be causing a lot of problems for a number of STC readers. So, to end global misery once and for all, here is the complete list of scrolls and where to find them:-

SCROLL 1: Kill the transforming Ninja in the 1st level to find the scroll.
SCROLL 2. Walk to the bottom of the statue in the 4th level and shoot it five times, then collect the scroll.
SCROLL 3. Go across the last bridge on the left, and walk straight to the tree above the first samurai house, next to the wall in the 6th level.
SCROLL 4: In level 8, get to the top of the last garden on the right, and repeat the procedure used to find the third scroll.
SCROLL 5 Go to the Ninja on top of the wall, but don't kill him immediately. Instead wait a while, and the green scroll should appear in level 9. Instructions should now appear showing you how to reach the temple.

SONIC THE HEDGEHOG 2 (AND GAME GEAR)

Q I am having a problem in the Gimmick Mountain Zone on the Game Gear and Master System version of Sonic 2. I have looked everywhere, but I can't find the Chaos Emerald. Please help.
GARY MCCULLOUGH, BELFAST, NORTHERN IRELAND, AND NICKY PLAYFAIR, NOTTINGHAM.

A Gimmick Mountain Zone, eh? Well, I may just be able to help there. Try this:-

First, get into Act 2 and go across the conveyor belts and up the ramp. When you reach the top, jump to the left, and you should find yourself in a secret room. Go left again, up the CD's, and right to pick up the hidden Emerald. Go back the same way you came to get back into Act 2.

ALEX KIDD IN MIRACLE WORLD

Q I own a Sega Master System and I would like to know if any cheats exist for Alex Kidd in Miracle World?
DANIEL AYLETT, GWENT, WALES.

A Well, Daniel, after searching long and hard I finally found a cheat which gives you extra continues:

Make sure you have at least 400 Gold pieces when you die. Then, when you reach the Game Over screen, press Up,and then Button 2 repeatedly.

After around 8 presses you will activate the extra continue mode.

Keep those questions and queries coming in to the Q Zone, Boomers. Help is always at hand.

OOPS!!!!

In STC 5 we featured a level select cheat for Sonic The Hedgehog 2 on the Mega Drive. Unfortunately, gremlins somehow crept into our computers and one of the digits was changed from a 9 to 7. A large number of you wrote in telling us how you couldn't get the cheat to work. A big apology to everyone, including MARIE DALBY, MORPETH, NORTHUMBERLAND AND CARIHA THOMPSON, BENWELL, NEWCASTLE-UPON-TYNE.

Here is the correct version:

Go to the options screen, and using the sound-test, play tunes 19, 65, 09 and 17. Now press Reset and hold down A and START together.

SHION THE WONDERBOY HAS TRAVELLED TO DEMON WORLD TO RESCUE SOME MONSTER WORLD FRIENDS.

AT THE BOTTOM OF GRIMOMEN'S PITCASTLE...

BURN 'IM!

YOU KILLED GRIMOMEN THE DEMON LORD!

FEED 'IM TO THE DEMON HAMSTERS!

GRRR!

WONDER BOY in DEMON WORLD part 8

SNARLL!

GRIMOMEN WAS TURNING US INTO DEMONS.

SHION'S BROKEN THE SPELL.

YOU'LL HAVE TO FACE US, DEMONS.

GRAAAR!

YAARR!

FOLLOW ME.

FREE THE CAPTIVES.

CRARK. WE'LL SEE GRIMOMEN'S LIKE NO MORE, GHASTLY GRIM AND ANCIENT NEVERMORE.

DO SHUT UP, RAVEN, CHEER UP!

FREE THE VILLAGERS AND TAKE THEM TO THE DIMENSIONAL PORTAL.

SHION! THANK THE GODS!

THEM DEMONS, THEY WUZ 'ORRIBLE! WORSE 'N 'ORRIBLE!

WE GOTTA MOVE QUICKLY, BEFORE THE DEMONS REALISE WHAT'S HAPPENING.

THE PORTAL'S THIS WAY.

EVERYTHIN' ALL RIGHT OUT THERE, DRUM?

IN GRIMOMEN WE TRUST...

THE BUILDING CONTAINING THE **DIMENSIONAL PORTAL** WHICH LEADS BACK TO **MONSTER WORLD.**

PAPERS. GET YOUR PAPERS READY.

NO ONE LEAVES DEMON WORLD WITHOUT THE CORRECT TRAVEL VISAS...

...IN TRIPLICATE.

SO... ARE OUR PAPERS IN ORDER?

YES, SIR. **ULP.** YOUR PAPERS SEEM TO BE IN ORDER.

WHEREABOUTS IN **MONSTER WORLD** WOULD YOU LIKE THE **DIMENSIONAL PORTAL** TO DELIVER YOU, SIR?

HOME. WE'RE **HOME.**

NEVER THOUGHT I'D LIVE TO SEE **MONSTER WORLD** AGAIN.

OLD KEVIN, WHO'RE ALL THESE PEOPLE?

I WENT TO THE **QUEEN** AT **ALSEDO,** LIKE YOU SAID, SHION... AND SHE SENT THESE 'ERE WORKMEN BACK TO FIX UP OUR VILLAGE.

SHION. I WAS LOOKING FOR YOU. I THOUGHT YOU MIGHT COME TO **FISHERTON** WITH ME...

AND STAY FOR A WHILE...

THANKS, **BAILA,** BUT THE WORKMEN TOLD ME ABOUT SOME **GHOST** TROUBLE IN THE **SKYROCK MOUNTAINS.** I THINK I COULD HELP.

I'M A **FIGHTER** AND A **TRAVELLER...**

...AND IT'S TIME TO MOVE ON.

THE END...for now!

COMING SOON: WONDER BOY IN GHOST WORLD!

SPEEDLINES

Dash off a letter, draw a quick sketch. In short, sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize!

Megadroid regrets that drawings cannot be returned or correspondence entered into.

Growing Pains

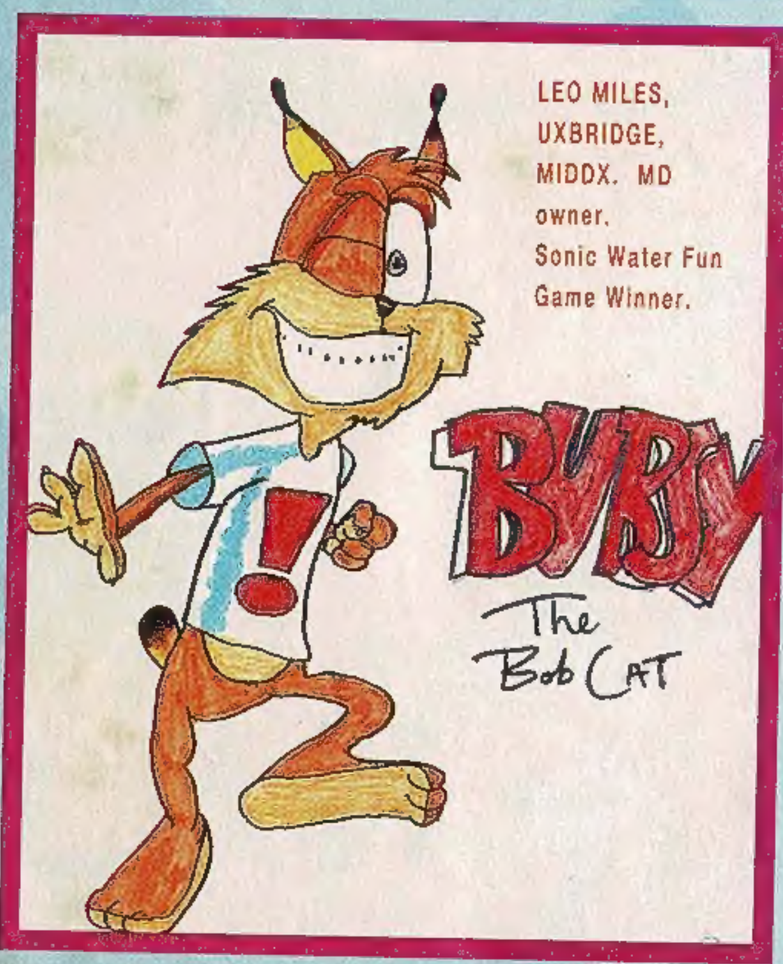
Dear STC,

My Grandpa reads each copy of STC to me and wants you to know that he likes Tyris-Flare of **Golden Axe** very much.

Yours supersegasonically,

Bobby Irving, Darvel, Ayrshire. MS owner. Sonic Water Fun Game Winner.

Don't worry, Bobby. I'm sure your Grandpa will grow out of it (the Tyris Flare 'crush,' that is.)



LEO MILES, UXBRIDGE, MIDDX. MD owner. Sonic Water Fun Game Winner.

Telling Tails

Dear Miles 'Tails' Prower,

Why do you let Sonic boss you around? Why don't you stand up to him and say, "I'm not a little kid, and I don't want to be bossed around anymore".

Stephen Harper, Luton, Beds. MD owner. Sonic Water Fun Game Winner.

I'm afraid that Tails has declined to reply, Stephen, in case Sonic gets to hear about it.

Prickly-Hearted

Dear STC,

In the picture of Sonic with his girlfriend, Amy Rose, the expression on Sonic's face looked like he didn't want a girlfriend. And another thing - the picture stated that he is not too keen on Amy! Long live STC.

Oliver Cass, Sunbury on Thames, Middx. Soon-to-be MD owner. Sonic Water Fun Game Winner.

What are you trying to say, Oliver? Could this be a fiendish ploy to upset Amy and have her running into your arms instead. Never mind Sonic's grimace, I think he's just playing it cool!

Costly Problem

Dear STC,

I am writing to your magazine about the way that Sega games are priced nearly £60 for a Mega Drive game. This is very expensive! I am only ten years old and get £1 pocket money a week - how can anyone expect me to be able to save £60? It takes me forever!

Surely if console games are aimed at children my age, they should bring prices down so we could buy them. If they were more affordable, more games could be sold and surely Sega would make a bigger profit.

I think STC is brilliant and the price is just right. I may not be able to buy a game regularly, but at least I can buy your magazine when it comes out. You have the right idea - let's hope Sega catch on!

Alex Fruen, Devizes, Wilts. MD & GG owner. Sonic Water Fun Game Winner.

What a clear-thinking chap you are, Alex. Ever thought of becoming a droid? How do other Boomers feel about this problem? Let us know.

Behind the Scenes!

LEIGH HARRISON, RETFORD, NOTTS. Sonic Water Fun Game Winner.

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It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous **Tomy Sonic The Hedgehog Water Fun Games** can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's wet!

The **Sonic Water Fun Game** is just part of a range of megaticious Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 872267.

NEXT ISSUE

FREDDY TAKES FRIGHT!
JASON TURNS TO JELLY!
PINHEAD GOES POP!

CHUCK D. HEAD IS COMING!

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Tell us your name, age & address.

NAME.....

ADDRESS.....

.....

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.....AGE....

HOT-SHOTS ONLY!

Enter your high score or achievement here!

GAME.....

SCORE/ACHIEVEMENT

.....

.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to see as a STC strip in the future?

I THINK.....

.....

would make a great comic strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories in this issue in order of preference

1.....

2.....

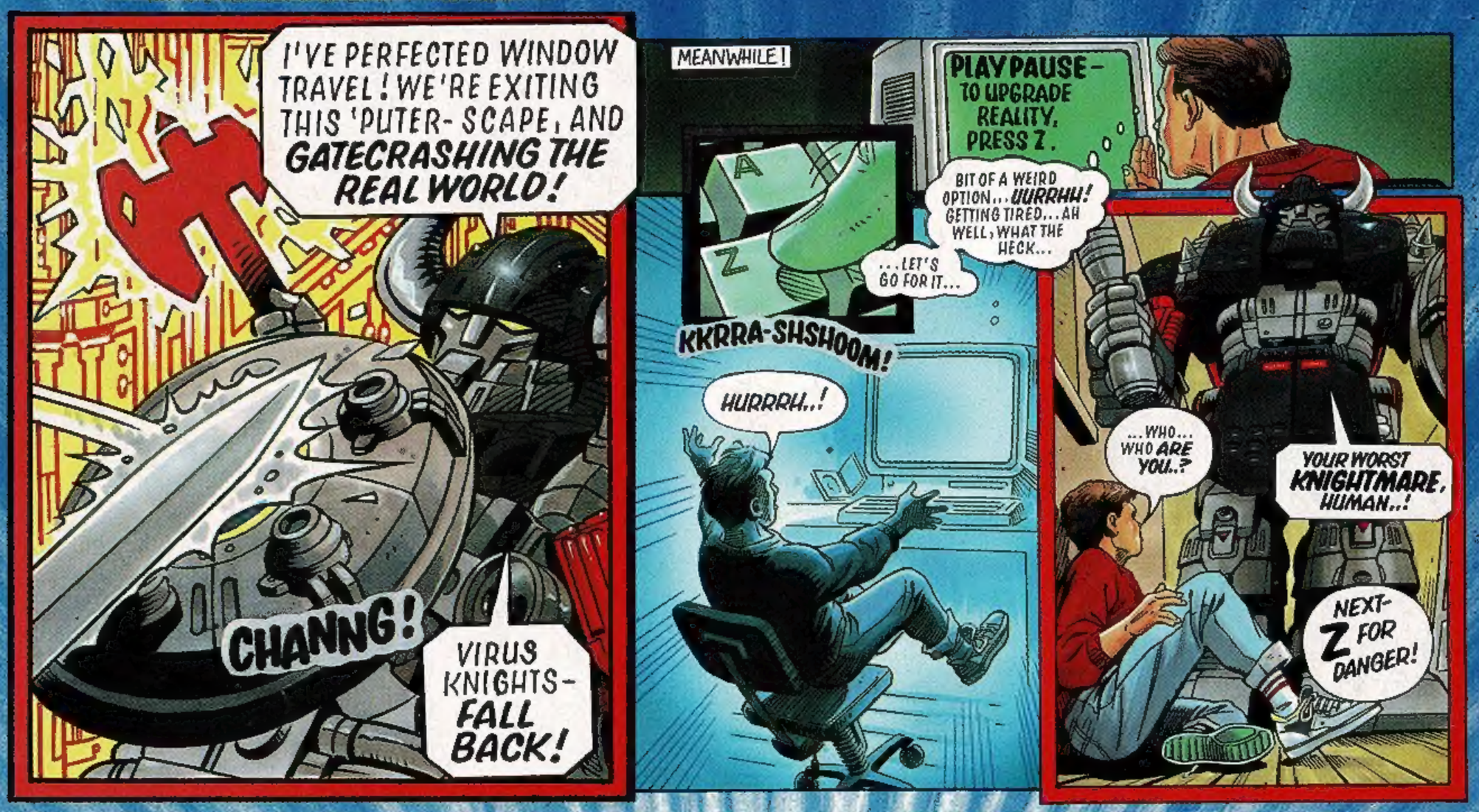
3.....

HOW DO YOU RATE ISSUE 9 OF STC?

☐ %

Z KNIGHTS

THE ULTIMATE COMPUTER BATTLE WARRIORS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MEANWHILE!
A
Z
KKRRA-SHSHOOM!
HURRRH..!
PLAY PAUSE- TO UPGRADE REALITY, PRESS Z.
BIT OF A WEIRD OPTION... UURRHH! GETTING TIRED... AH WELL, WHAT THE HECK...
...LET'S GO FOR IT...
...WHO... WHO ARE YOU..?
YOUR WORST KNIGHTMARE, HUMAN...!
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